

Figure 1

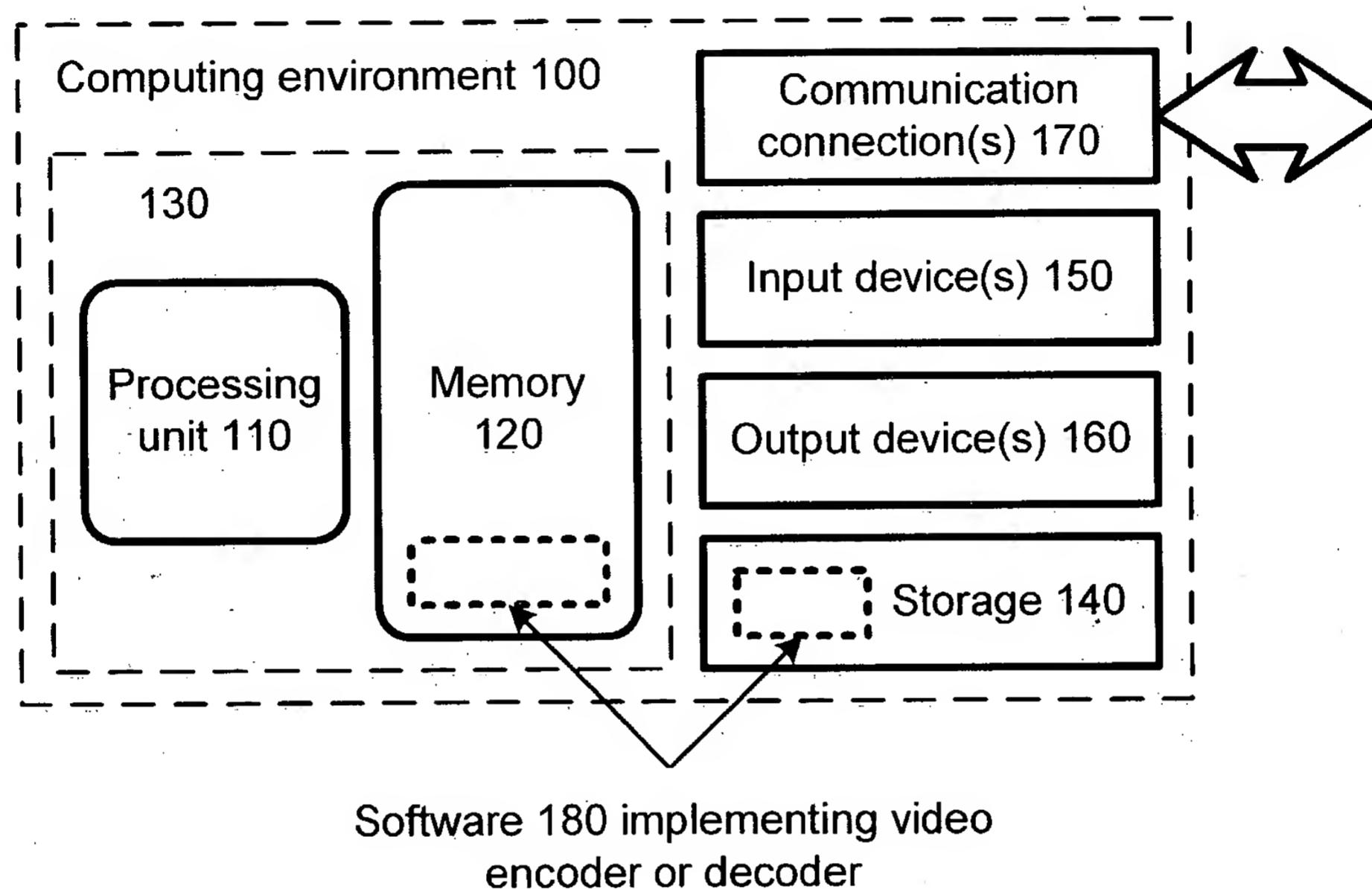
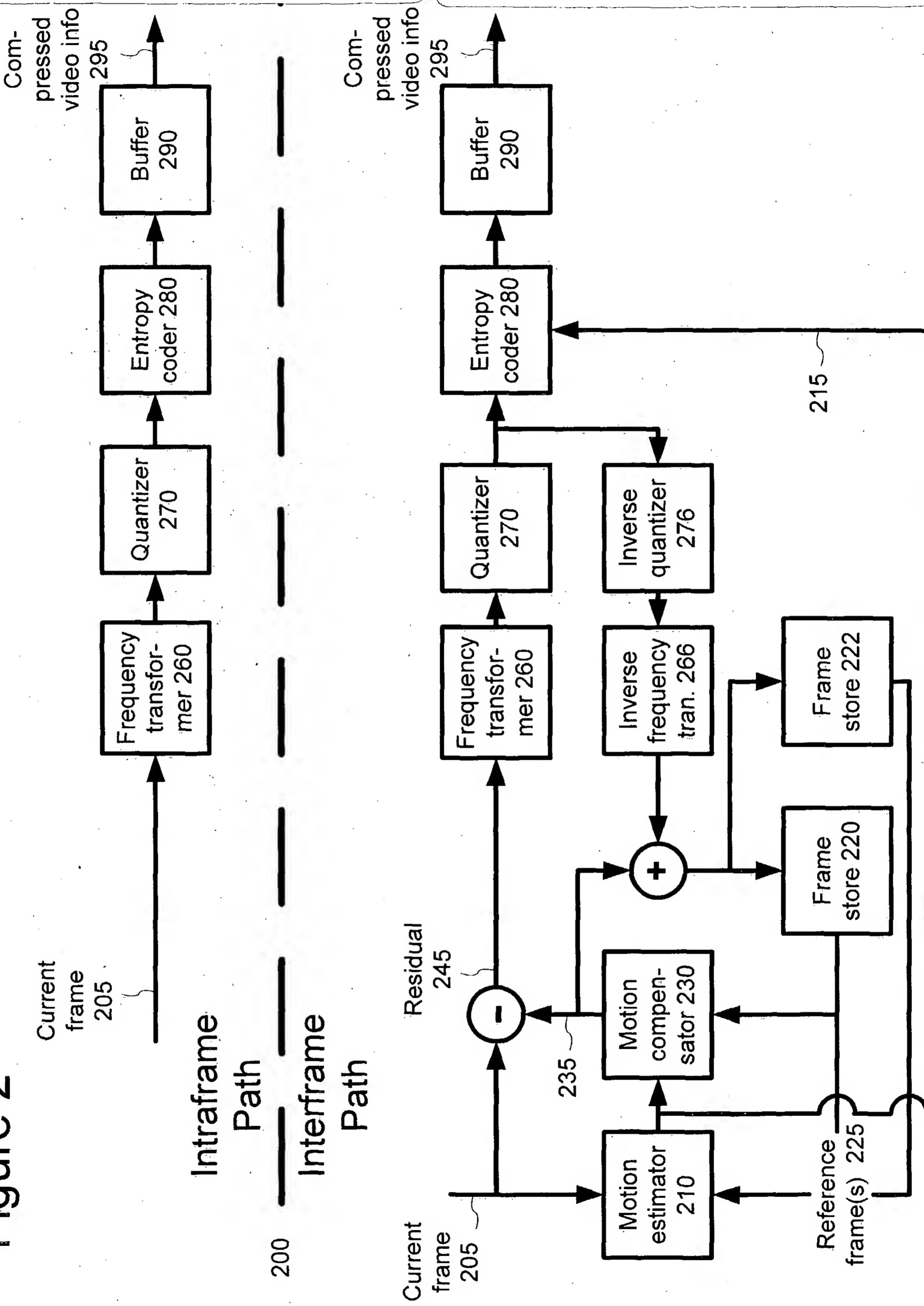
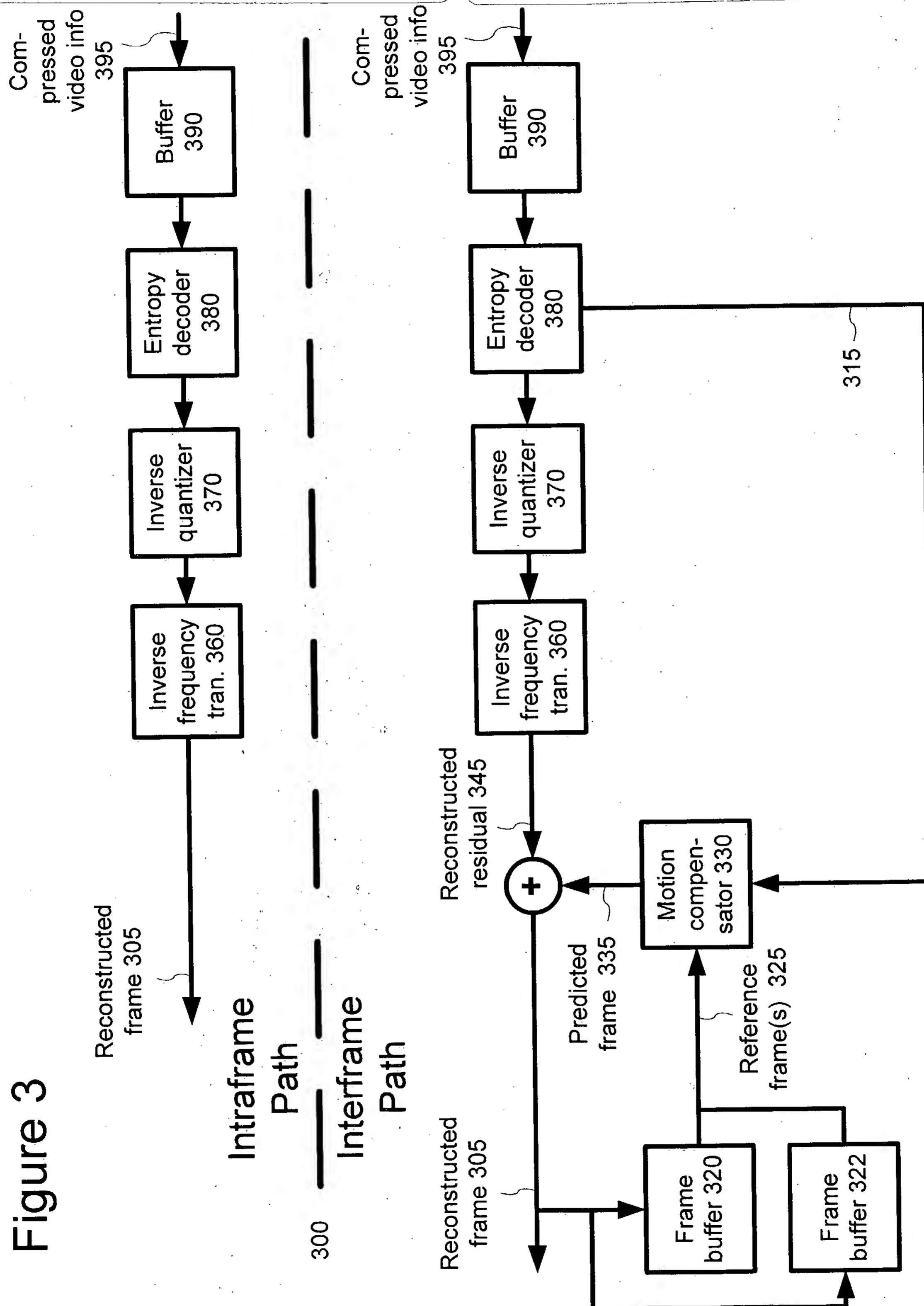


Figure 2





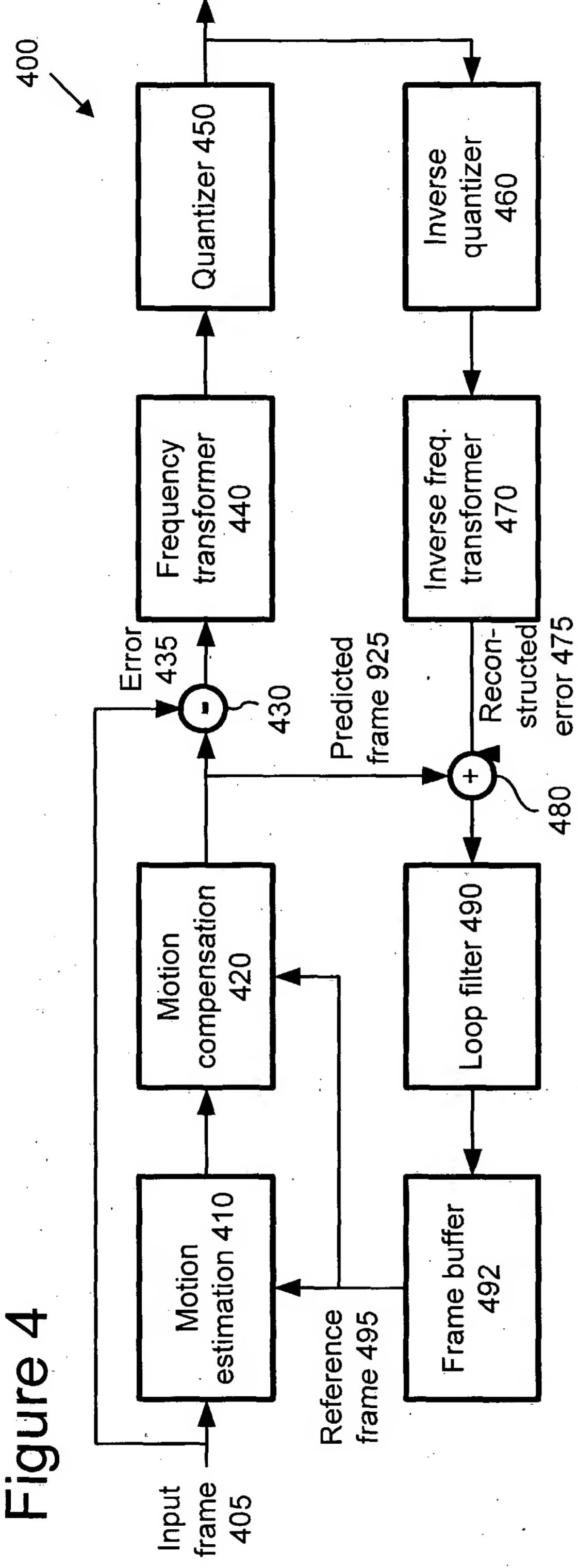


Figure 5

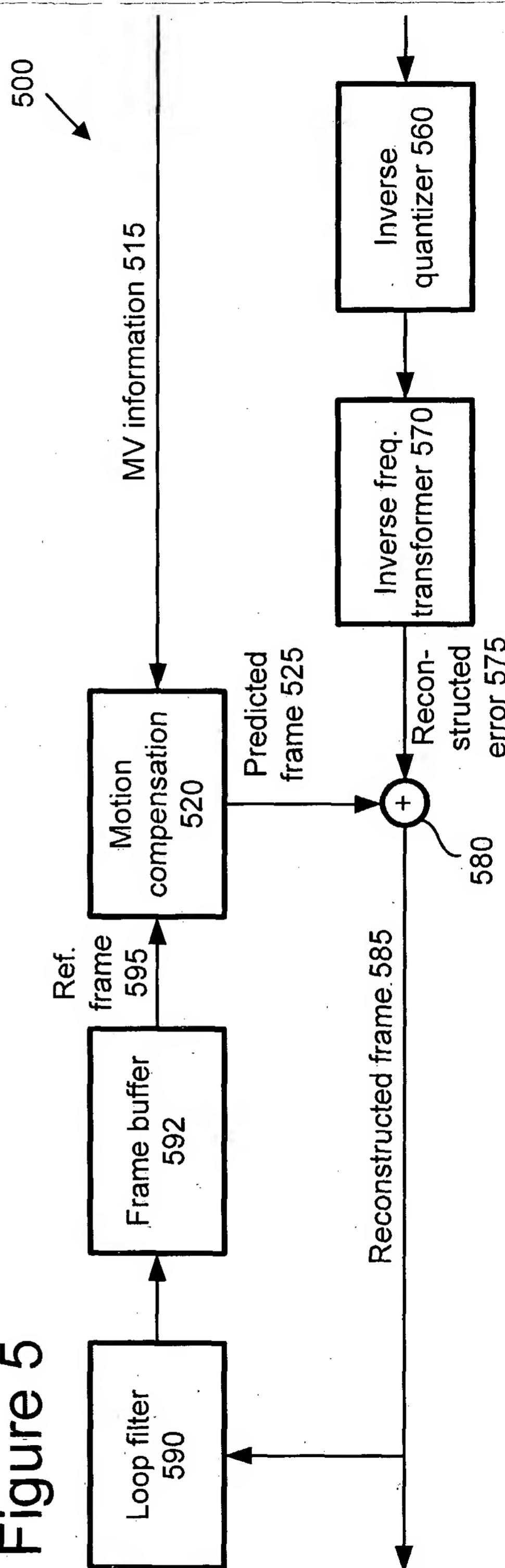
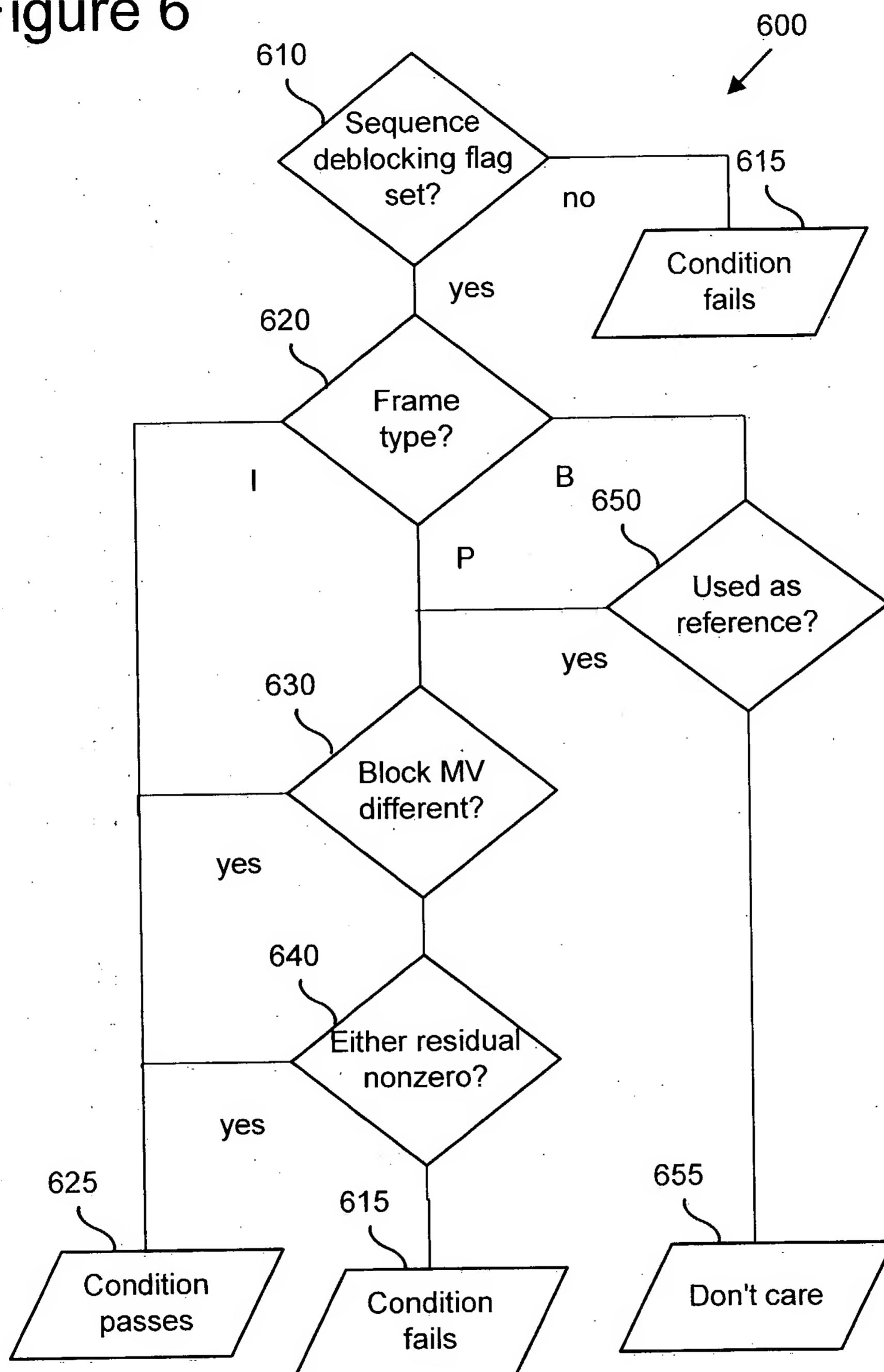


Figure 6



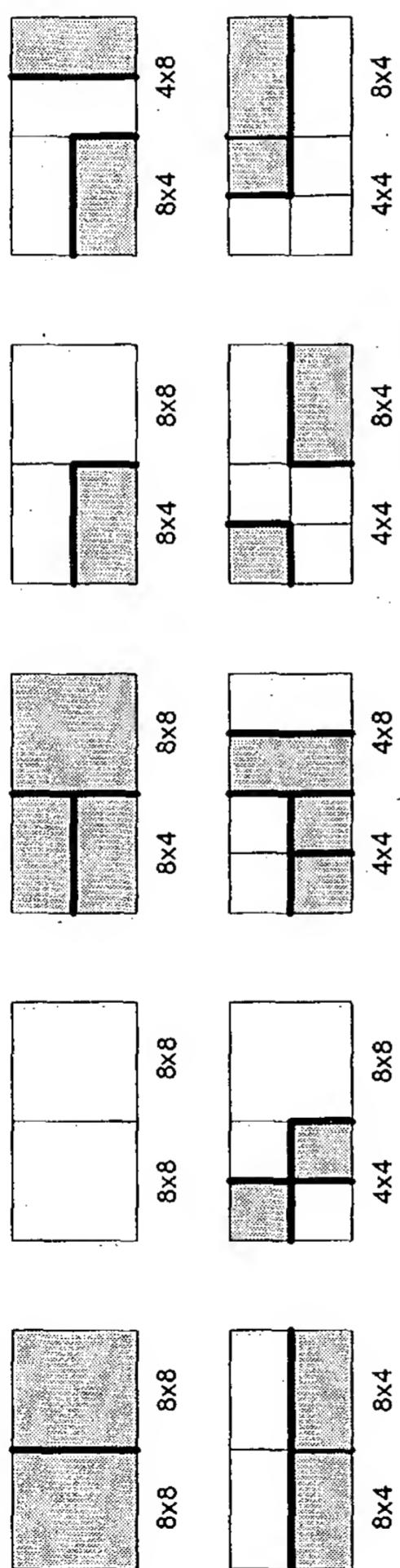


Figure 7

Figure 8

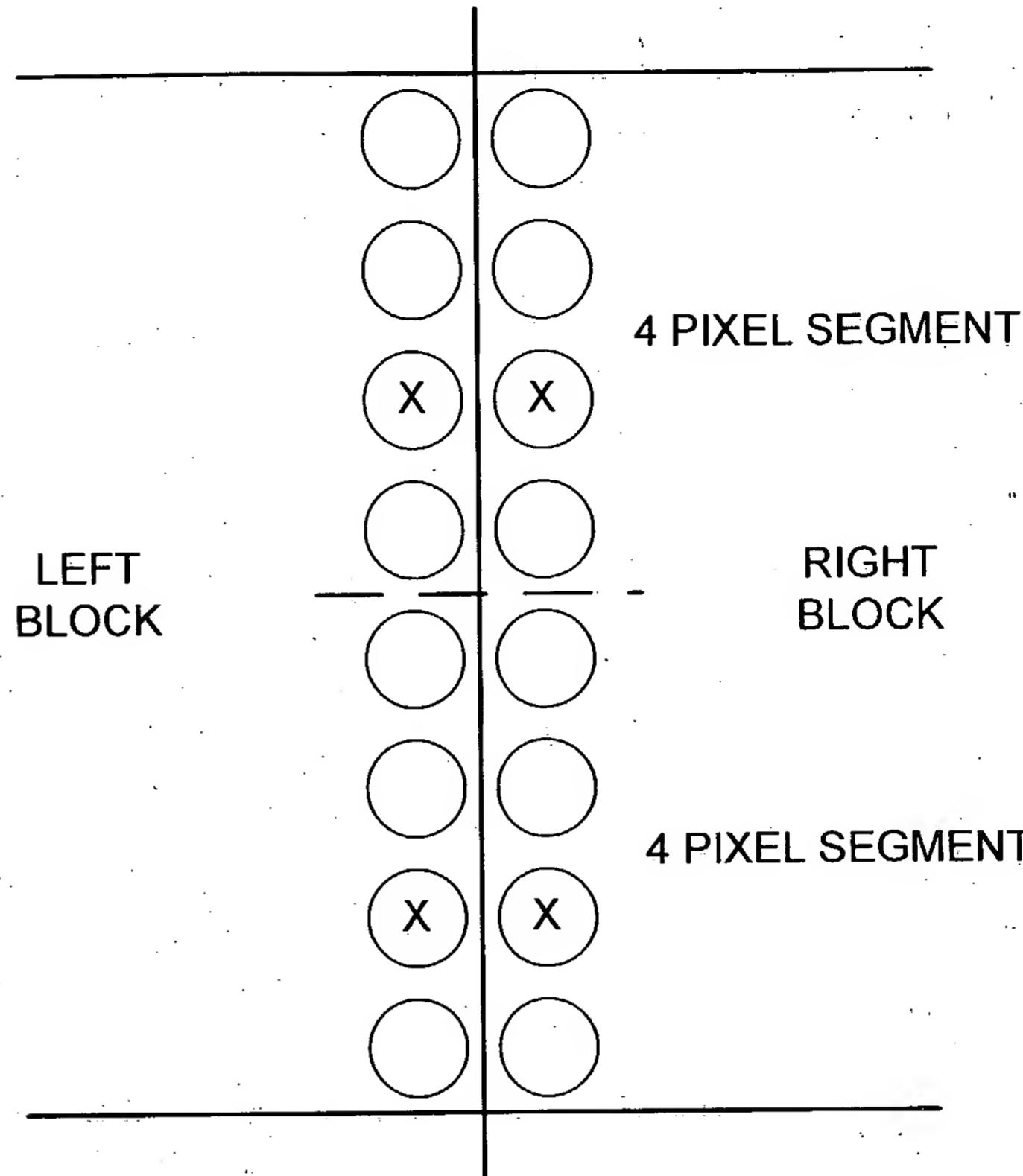
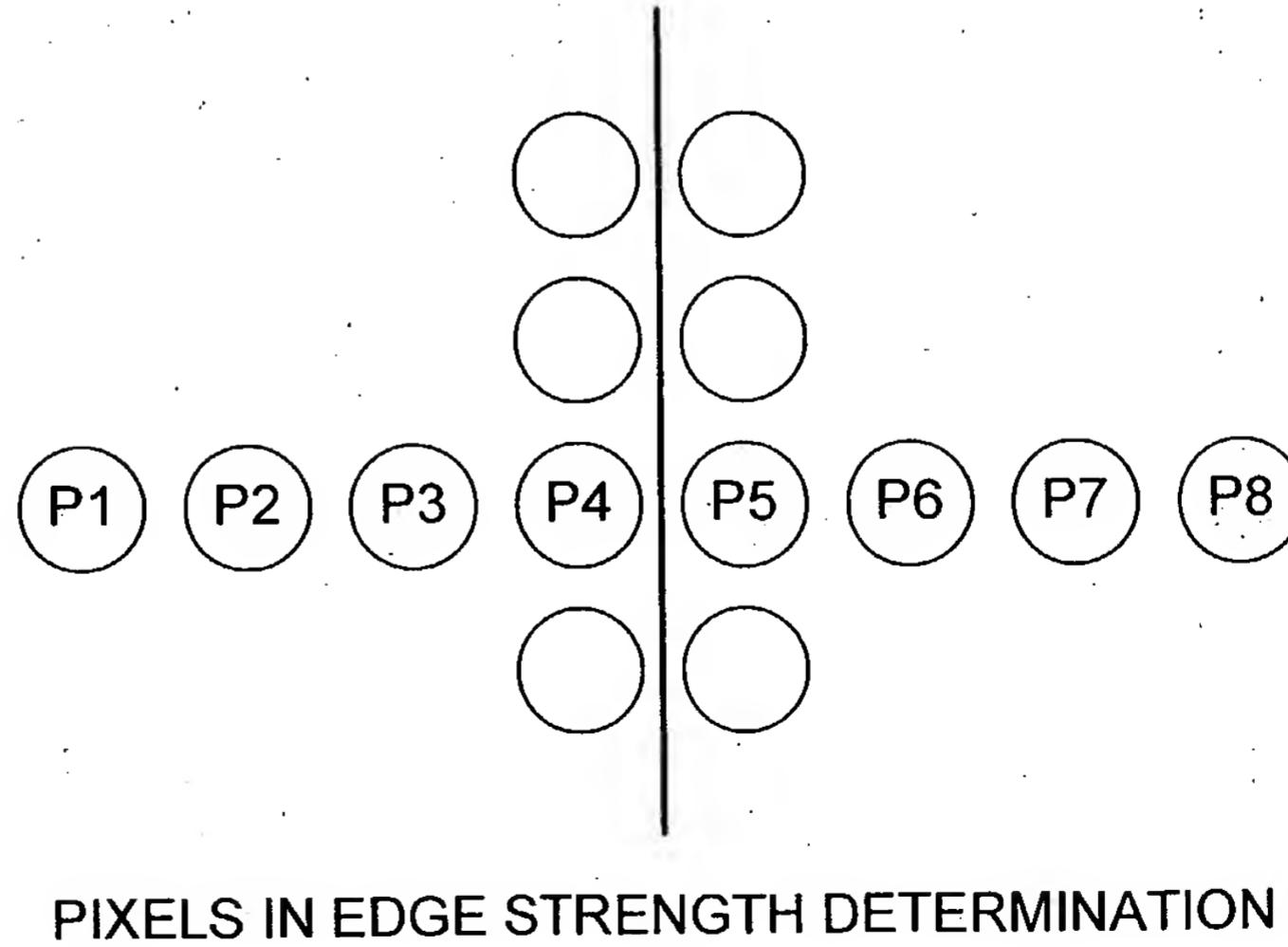


Figure 9



PIXELS IN EDGE STRENGTH DETERMINATION

Figure 10

```
function edge_strength (P1...P8)
a0 = (2*(P3 - P6) - 5*(P4 - P5) + 4) >> 3
if (|a0| < QP) {
    a1 = (2*(P1 - P4) - 5*(P2 - P3) + 4) >> 3
    a2 = (2*(P5 - P8) - 5*(P6 - P7) + 4) >> 3
    a3 = min(|a1|, |a2|)
    if (a3 < |a0|)
        return true
    else
        return false
}
else
    return false
```

1000
↓

Figure 11

```
function filter_edge (P1...P8)
a0 = (2*(P3 - P6) - 5*(P4 - P5) + 4) >> 3
if (|a0| < QP) {
    a1 = (2*(P1 - P4) - 5*(P2 - P3) + 4) >> 3
    a2 = (2*(P5 - P8) - 5*(P6 - P7) + 4) >> 3
    a3 = min(|a1|, |a2|)
    if (a3 < |a0|) {
        d = 5*((sign(a0) * a3) - a0) / 8
        clip = (P4 - P5)/2
        if (clip > 0) {
            if (d < 0)
                d = 0
            if (d > clip)
                d = clip
            P4 = P4 - d
            P5 = P5 + d
        }
        else if (clip < 0) {
            if (d > 0)
                d = 0
            if (d < clip)
                d = clip
            P4 = P4 - d
            P5 = P5 + d
        }
    }
}
```

1100
↓

Figure 12

